

ALEJANDRA ANTEQUERA

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416-434-6721

ABOUT ME

Multimedia artist and programmer with a strong passion for game design, particularly in virtual reality. Currently studying computing and graphic design to develop innovative and immersive experiences.

SKILLS

Blender
Adobe Suite
Unity
C#
HTML/CSS
Java/p5.js
GitHub

EDUCATION

University of Waterloo

September 2023– May 2028

Bachelor of Global Business and Digital Arts

Complete C# Unity Game Developer 3D Course

February 2025

Certification in videogame Development

Achievements

University of Waterloo

September – January 2024

Consistently achieving academic excellence with a 3.7 GPA.

EXPERIENCE

Ally's Balloons Décor · Graphic Designer

September 2023 – October 2024

- Redesigned the company's logo to capture the identity of the brand
- Created 8 balloon structures from sketched design

PROJECTS

McMaster Design League · Lead Designer & Project Manager

February 2024

- Lead a team of 4 to design a cantilever solar panel
- Designed and developed low and high-fidelity renderings using Blender
- 3D Printed the prototype of the high-fidelity design
- Presented a pitch to United Engineering highlighting our design process and solution

User Experience Task · Designer & Field researcher

December 2024

- Worked on a team of 5 to design an app that fosters communication
- Designed and developed low-, mid- and high-fidelity app utilizing Figma
- Conducted field testing to ensure functional and enjoyable app experience
- Pitched and showcased the app concept to industry professionals